Welcome to Sick Volume 3: "Dark Places". This deep sound & music design collection features 175 professional dark/suspense/horror environments, soundscapes, hellscapes and nightmare worlds, with over 4.39 GB of content. We've hand-crafted horrific demonic creatures, feverish states of sonic delirium, monstrously shambling slavering hordes and discordant fever dreams. We traveled to the edge of a hurricane and wandered the endless halls of decrepit, vermin infested industrial, military and institutional ruins to capture authentic, production grade field ambiences that truly live and breathe.

Sick 3 also includes a massive collection of 335 live stereo convolution reverb impulse response files that we've captured in a wide range of remote horror-friendly environments, including bunkers, prisons, waterfronts, graveyards, forests, chambers, warehouses, sewers and more. We've focused this library of impulses on environments that tend toward the darker and more foreboding, from the vast hopelessness of a derelict prison hall to a terrifyingly claustrophobic earthen grave. Recorded at a variety of capture distances, angles and degrees of occlusion, they provide realistic coloration and spatialization when placing additional instruments, sound design and foley into a mix, whether you're working with any of the Sick 3 ambiences or using the impulses to augment other source material in music, film, television, video game or multimedia production. This array of acoustically accurate impulse responses are provided as standard stereo pcm waves that are compatible with any convolution effect, host, virtual instrument or utility that supports wav impulse import.

The library is programmed for Native Instruments Kontakt 4.2.4 and later, with a fully-equipped custom user interface that provides real-time automation control over note attack, sample start position offset, intensity swelling, release fade time, tuning and dual sonic layer blending. There is also an integrated EQ, convolution reverb selector and control module and an optional simulated 3-part harmonic polyphonic legato tool that allows you to smoothly tie one pitch to the next. All of the samples are also included as categorized and clearly named stereo wave files that can be imported and used in any wav-format compatible audio environment, sampler, editor, sequencer or other audio software you like.

And just for fun, we've even programmed the convolution impulses into special "percussion" banks that allow you to actually "play" each location as a drum. This is due to the sharp snapping quality that an impulse response has, with each acoustic environment imparting its own unique qualities into the frequency, phase, reflection and tail as the pulse decays. As a drum, these impulses can actually work remarkably well as unique snare drums, kicks, clicks, snaps and hi-hats if you listen and play with an open mind. In effect, you'll have the ability to play the world around you as a drum almost literally.

If you're already familiar with the first two volumes in our classic Sick series, this is where it gets real. This library's sample content is designed to meet the needs and uncompromising standards of professional sound designers, re-recording mixers, film-makers, video game designers and post-production specialists. We've also painstakingly programmed and tailored it to fit seamlessly into the creative workflow of more adventurous composers and songwriters seeking fresh meat to carve and sculpt into their darker sonic urges.

SOUNDIRON
Sick 3 version 1.0

OVERVIEW

16 open-format Kontakt instruments
510 Samples (175 atmospheres, 335 convolution impulse response files)
4.45 GB Installed
24bit / 48kHz stereo PCM wav samples (non-encrypted)
Powerful custom performance and FX control interface

Note:

- The full version of Kontakt 4.2.4 or later is required for all nki sampler presets in this library.
- The free Kontakt "Player" is limited to a 15 minute demo period for this library. Upgrade to the full version of Kontakt is required to remove this restriction. The Kontakt Libraries tab does not support this type of non-encrypted sample library.

CREDITS

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TABLE OF CONTENTS

General ::
INTRODUCTION - Page 1
OVERVIEW & CREDITS - Page 2

Technical ::
FIDELITY, ACOUSTICS, FORMAT & CONVOLUTION - page 3
SYSTEM REQUIREMENTS, DOWNLOAD & INSTALLATION - Page 4

User Interface ::
MAIN FRONT PANEL CONTROLS - Page 5
EQ CONTROLS - Page 6
UBERPEGGIATOR CONTROLS - Page 7
LFO & FILTER CONTROLS - Page 8
CONVOLUTION REVERB CONTROLS - Page 9
SUSTAINS & LEGATO CONTROLS - Pages 10
MEGAMIXER CONTROLS - Page 11
MASTER LAYER CONTROLS & PRESET SUB-TYPES - Page 12

Instrument Descriptions ::
MASTER PRESETS - Pages 12
ENSEMBLE & AMBIENCE PRESETS - Pages 13 - 14

Info ::
LICENSE AGREEMENT - Page 15
THANK YOU - Page 16

ABOUT THIS LIBRARY

Fidelity

This library was recorded in wide stereo at 48kHz / 24bit, with some content recorded on location in a variety of live environments, so you'll hear environmental coloration and tone as well as a few background impurities in some samples. We feel these subtle natural imperfections add life and character to the sound. Therefore, please keep in mind that this library isn't designed to provide perfectly quiet or sterile samples.

Format Accessibility

All of the sample content and impulse files are included as standard non-encrypted PCM wav files and standard open-format Kontakt presets to allow you easy access to manipulate, reprogram and customize the sounds however you prefer. We know that it's important for many users to be able to go beyond the limitations of any one sampler or preset structure, so we've kept this library's directories and files open for advanced users. As a professional, you may have your own workflow or format requirements, and we trust that you'll respect our hard work and won't share this content with anyone who hasn't paid for it.

Keep in mind that to use and/or edit the Kontakt presets, you'll need the full retail version of Native Instruments Kontakt 4.2.4 (K4) or Kontakt 5.0.3 (K5) or later. Please be aware that the free Kontakt "Player" and any other version or form of Kontakt that came bundled with any other library or software product (other than NI's "Komplete" package) will not support this library. The free Kontakt Player is NOT a full version of Kontakt and cannot load or play standard open-format Kontakt instruments or libraries.

Please read all instrument specs and software requirements before purchasing this or any other Soundiron products to see the full list of software requirements, features and format compatibility for each library.

While you can reprogram the samples or presets to other formats, we always recommend using Kontakt for best results, since it widely considered the industry standard and easily the most powerful sample programming and playback platform on the market. However, if you wish to convert or reprogram the wav files and instrument presets into any other sampler or softsynth format, be aware that not all settings and properties will translate accurately, reliably or even at all from one instrument or audio format to the next, due to vast differences in standards, behaviors, structures and capabilities that each platform relies on.

Custom Convolution Impulses

We enjoy capturing the unique acoustic characteristics of spaces and locations that we come across from time to time. Sampling environments is similar to sampling instruments in many ways. It's done with portable loudspeakers to produce a special sine wave sweep that covers a wide spectrum, from 22 Hz to 22 kHz. We then use dedicated deconvolution software to decode the resulting audio into an impulse response file, which is a wav file with special phase, frequency and timing information embedded in the audio.

Most impulses sound like an odd sort of sharp snap, like a balloon pop or starting pistol fired in the environment that was captured – which is is in fact how impulses used to be made. When loaded into a compatible convolution reverb effect or dsp processor (such as the one built into Kontakt), these impulses impart their sonic properties fairly well into most sounds. Of course, it's an imperfect science and much is lost in the translation, especially if the sound being played through it also has it's own strong tonal, phase or reflective properties.

We've included a large hand-selected collection of impulse files that we think compliment this library's sound. You can load a selection of them into most instrument presets in this library by using the "Verb" control panel tab and selecting an impulse from the Impulse drop-down menu.

You can also manually import any of the wavs in the Impulses directory into any IR wav-compatible convolution effect plugin of your choice. Just please just make sure to keep your speakers or headphones turned down while you experiment. Convolution processing can often create powerful and piercing resonances when applied to many audio sources – especially loud sounds that contain strong mid to low frequency harmonic components.

System Requirements

Please be aware that many instrument and multi-instrument programs in this library are extremely ram/cpu and hard disk-streaming resource intensive. We highly recommend that you have a 64-bit operating system (Windows or OSX) with *at least* 4GB of system ram, a quad-core cpu and a 7200 rpm SATA hard disk or better before purchasing this particular Soundiron library. Large sample sets like those found in this library may load slowly and may cause system instability on older machines.

Download & Installation

We provide the Continuata Download Manager to offer high-speed, reliable and fully automated library downloading and installation. Download and run the latest version for your OS (PC or Mac) before proceeding. You may also need to add special permissions to your security software for the downloader, if it blocks applications from accessing the web.

Next, copy-paste your download code from your download email into the Code box in the downloader window. Make sure to leave out any spaces before or after the code. Press the download button and select the location you'd like to download and install the library. It will automatically start downloading the file(s) and then error-check, extract and install the finished library. Once installation is fully complete, you can remove the .rar download files and store them in a safe place as a back-up copy. We always recommend downloading the latest version of our downloader before you begin. The link in your email will always take you to the latest version.

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If the downloader reports a DL Error or Install error, it will automatically try to download the file again until it successfully downloads and verifies all the data it needs. It's best to allow it to finish the process before trying to move or access the library data. Please see your download email for more detailed instructions.

Manual Download

If you have any trouble with our Downloader utility or prefer to use your browser or another download manager, log into your personal manual download page on our website, by using the direct link in your download email. Log in using your download code and the email address you used to order. Or, if you used the downloader originally, but you need to re-install the library manually for any reason at a later time you can always re-use the original rar files. To do that, you'll need Winrar, UnrarX or another full-featured Rar extraction utility to extract and install the library. Please note that Stuffit Expander and Winzip DON'T support many types of common rar files.

Preset Loading

Once installation is complete, you can browse and load the included .nki presets using the Files or Database tabs in the Kontakt Browser, or through the main File load/save menu. Please allow presets to finish loading completely before loading a new one. You can't use the Libraries view to load standard open-format Kontakt Instruments like this library. Only locked "Powered-By-Kontakt" Libraries are visible to that propriety browser view. The "Add-Library" function does not support this product or any other open-format Kontakt library. This library doesn't require any special activation.

Main Front Panel Controls

This instrument has a variety of special front panel performance controls that allow deep real-time performance customization. Not all instrument presets include all controls listed below. Included controls depend on the specific features suitable for each preset. Some may also use alternate CC mappings. You can see each control's assignment by clicking on each UI control to display the "hint" text in the Info bar at the bottom of Kontakt. These controls are included in most presets and control basic sound-shaping parameters.

Layer 1
This dropdown selects the active ambience for the Low layer. Layer selection can be automated by attaching CC or host automation to the "Layer 1" label above it.

Layer 2
This dropdown selects the active ambience for the High layer. It can be automated by attaching CC or host automation to the "Layer 1" label above it.

Blend
This knob blends between the Low and High layers, allowing users to morph between any two ambiences.

Swell - (CC72)
This knob smoothly controls volume swelling for the instrument, allowing you to fine-tune volume, or fast or slow fades over time.

Attack - (CC 74)
This knob controls the sharpness of attack. Increasing the value causes the sound to attack more softly.

Offset - (CC91)
This controls the amount of sample start offset allowing you to jump ahead into samples to change the sound.

Release - (CC93)
This controls the release time of the main note samples. Lower settings cause the sound to be damped and cut off, while higher settings allow notes to blend together.

Stepping
This knob controls the amount of pitch stepping in semitones allowing users to globally tune an instrument up or down by +/- 36 semitones.

Tab Area Button Bar Controls

Legato, Reverb and EQ tab selectors

The "Leg", "Verb" and "EQ" buttons change which controls are displayed on the lower right panel of the UI, allowing one to control the various parameters of each effect. When a tab panel is selected for editing, the box around the icon turns white. When the tab panel controls are activated and in effect, the interior image and label within the icon turns white and remains that way until that tab's controls are turned off again.

See more detailed descriptions of these controls later in this document.

Legato Controls

The LEG tab controls simulated legato/portamento, which allows you to tie to consecutive notes or pitches together fluidly. You can constrain the available note interval transition trigger range to allow up to three simultaneous legato melodies to play at once and enable automatic pitch bending from one pitch to the next., with adjustable bend speed control.

XFade
This knob controls the amount of crossfade between samples during legato transitions.

Polyphony
This knob controls the available number of separate legato positions. Using this allows for up to three separate legato melodies to be played simultaneously.

Range
This knob controls the interval range within which a legato transition will occur. When used with Polyphony, any legato transition played grater than this setting will trigger another legato position.

Speed
In Sustains presets, the Speed knob controls the speed of the pseudo-legato pitch bend when it is enabled. When turned all the way down, the bend is slow; turned all the way up, the bend is fast.

Bending On/Off
This button toggles on/off simulated pitch bending during legato transitions.

Legato On/Off
This button toggles legato mode on/off.

EQ Controls

The EQ tab contains three separate sweepable equalizer bands featuring an adjustable frequency knob for the Mid control. This special panel can be found in all of the instrument presets.

EQ3 On/Off
This button enables/disables the 3-band Parametric EQ.

Low Gain
This knob sets the amount of gain for the bass frequency band.

Mid Gain
This knob sets the amount of gain for the mid band.

Mid Frq.
This sets the center frequency for the sweepable mid band.

High Gain
This knob sets the amount of gain for the treble frequency band.

Convolution Reverb Controls

We've incorporated our custom convolution impulses into each instrument preset, with full control over all available convolution effect parameters.

Convolution On/Off
This button enables/disables the convolution reverb effect.

Custom On/Off
Turning this button "On" allows for custom impulse loading. It bypasses the ability to load any of our provided impulses so users can save custom presets with custom impulses.

Dry
Sets the amount of dry gain (+/-) that is passed through the effect.

Wet
Sets the amount of wet gain (+/-) that is passed through the effect.

Size
Sets the simulated room size of the convolution.

Low Pass
Sets the low frequency cut-off of the impulse response, allowing you to dull and darken the sound.

High Pass
Sets the high frequency cut-off of the impulse response, allowing you to remove rumble and low end.

Delay
Sets the amount of pre-delay time before the wet signal is returned

Impulse menus
These menus allow you to select from a wide variety of custom convolution reverb impulses that we've personally captured or created for you, separated into experimental FX impulses and simulated real-world spaces.

Effects
This menu allows you to select one of our special effect convolutions. Selecting an impulse from this menu overrides and unloads any currently loaded impulse from the Spaces menu.

Spaces
This menu allows you to select one of our real-world environmental convolutions. Selecting an impulse from this menu overrides and unloads any currently loaded impulse from the Effects menu.

INSTRUMENT PROGRAMS

The instrument presets are divided into four main groups: Convolution, Quasi-Musical, Creature and Environments.

CONVOLUTIONS

The 4 Convolution presets feature all of the impulse response files programmed into a playable percussion instrument. Impulse responses are percussive snaps, pops, thumps and booms created when sound waves are blasted into an environment and then recaptured. This records the acoustic properties of the location, with a high level of detail and accuracy. It also makes for a very interesting sound in and of itself. Often resulting ins something between a gun shot and a snare drum, impulses can make cool sounding drums and is a unique opportunity to literally play the world around you as an instrument all by itself.

Convolutions A
Individual impulse samples mapped as single-hit percussion notes from c-1 to d7. Various indoor rooms, halls, passages, tunnels, sewers, churches and cathedrals.

Convolutions B
Individual impulse samples mapped as single-hit percussion notes from c0 to d6. Various indoor rooms, halls, passages, tunnels, sewers, churches and cathedrals.

Convolutions C
Individual impulse samples mapped as single-hit percussion notes from c0-f7. Various indoor rooms, halls, passages, tunnels, sewers, churches and cathedrals.

Convolutions Outdoors
Individual impulse samples mapped as single-hit percussion notes from c0 – g#5. Various outdoor fields, ravines, hills, valleys, forests and open spaces.

QUASI-MUSICAL

These are soundscapes, drones and pads with more musical origins and characteristics.

Raizone
6 selectable sustain layers each mapped over the whole pitch range from c-2 to g8. These has more of a solid tone, with complex undertones and moving textures woven throughout. The root notes are layer specific for this present, but due to the nature of these drones, tuning is approximate. These are essentially un-tuned, due to the sonic complexity and fluid of the content.

Stringwinders
28 selectable sustain layers each mapped over the whole pitch range from c-2 to g8 (root c3). These undulating poly-timbrel textures are derived from a number of different stringed instruments being used and abused, with harmonic and dissonant elements and plenty of bass. These are essentially un-tuned, due to the sonic complexity and fluid of the content.

Tremens
16 selectable sustain layers each mapped over the whole pitch range from c-2 to g8 (root c3). These multilayered poly-timbrel textures are derived from solo and choral voices, as well as a number of different percussive instruments, with shifting harmonic and dissonant passages that drift over time. These are essentially un-tuned, due to the sonic complexity and fluid of the content.

CREATURES

These are disturbing creatures, zombies, demons, madmen and spirits.

Creatures
13 selectable sustain layers each mapped over the whole pitch range from c-2 to b6 (root c3). 14 single-shot "sad beast" creature vocalizations mapped from c7 to c#8. These are built around a more focused single sinister voice.

Creature Hordes
17 selectable sustain layers each mapped over the whole pitch range from c-2 to g8 (root c3). These evoke a massive seething army of evil creatures set into eerie natural and supernatural environments.

ENVIRONMENTS

Civilization

Barge and Ships
8 selectable environmental layers each mapped over the whole pitch range from c-2 to g8 (root c3). These are live wide stereo field recordings of the interior and exterior of a large barge and a tug boat traveling over rough seas, with heavy engine, propeller, wind, rigging and wave noise.

Seaport
22 selectable environmental layers each mapped over the whole pitch range from c-2 to g8 (root c3). These are live wide stereo field recordings of interior and exterior spaces at a shipping port, prison dock, warehouse complex and other waterfront industrial locations, with wind, waves, sea birds, rigging, machinery, fog horns, and structural creaks and groans.

Windy Interiors
16 selectable environmental layers each mapped over the whole pitch range from c-2 to g8 (root c3). These are live wide stereo field recordings of wind whistling, moaning and howling through interior spaces such as subways, sewers, barns, warehouses, drafty old houses and a cheap hotel room during a Cat 1 hurricane.

Wilderness

Forest
8 selectable environmental layers each mapped over the whole pitch range from c-2 to g8 (root c3). These are live wide stereo field recordings of forest environments, with the sounds of insects (from mild crickets to fierce yellow jacket swarms), wind rustling gently through old trees, great horned owls, hawks, evening and night birds and other lonely woodland sounds.

Ocean
16 selectable environmental layers each mapped over the whole pitch range from c-2 to g8 (root c3). These are live wide stereo field recordings of ocean, bay and coastal marsh/swamp environments, with crashing waves from light ripples to churning storm surf, trickling beach runoff drains, whistling tule reeds, waterfowl and other gloomy coastal sounds.

Rain
9 selectable environmental layers each mapped over the whole pitch range from c-2 to g8 (root c3). These are live wide stereo field recordings of tropical Gulf-coast and Midwestern thunderstorms and rain showers in woodlands, grasslands, homesteads, and other rural environments.

Wind
12 selectable environmental layers each mapped over the whole pitch range from c-2 to g8 (root c3). These are live wide stereo field recordings of winds and gales in various woodlands, grasslands and other natural environments.

SOUNDIRON
SOFTWARE LICENSING AGREEMENT

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THANK YOU.

Thanks for purchasing the Soundiron Sick 3: Dark Places environmental, atmospheric and convolution impulse library. If you enjoy this creation, we hope you'll also consider checking out some of our other premium virtual instrument libraries. If you have any questions, troubles, concerns, comments, love-letters or hate mail, feel absolutely free to send it on over to us:

info@soundiron.com

much obliged,

Chris, Gregg and Mike

[SOUNDIRON]

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